

**Teacher's Guide**

# **Word Detective**

**Apple  
Atari**

**Commodore 64**

**IBM PC/PCjr**

**Tandy 1000**

**TRS-80 Color**



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If you are using an IBM or Tandy 1000



# STOP!

## Before you use this program . . .



you must add DOS (IBM/TANDY) to your diskette. It's a simple procedure and need only be done once. After you've finished, throw this page away and enjoy the courseware!

NOTE: With the 64K IBM PC use only DOS 1, or 1.1.  
PCjr requires 128K, DOS 2.1 and Cartridge BASIC.  
On the Tandy 1000, use DOS 2.11.22 with Tandy BASIC 1.02.00.

### ADDING DOS WITH ONLY ONE DISK DRIVE:

1. Put the DOS diskette into the disk drive. Close the door and turn on the computer and monitor.
2. Press ENTER (  ) in response to the "date" and "time" requests given by the computer.
3. When "A >" appears on the screen, remove the DOS diskette and insert the program diskette into the drive (don't forget to remove the write-protection sticker from the edge of the program diskette).
4. Type START-1 and press ENTER (  ).
5. Follow the disk-switching instructions given by the computer. After you have finished, the program will start automatically.

### ADDING DOS WITH TWO DISK DRIVES:

1. Put the DOS diskette into Drive A (Left on IBM/Bottom on Tandy). Close the door and turn on the computer and monitor.
2. Press ENTER (  ) in response to the "date" and "time" requests given by the computer.
3. When "A >" appears, remove the DOS diskette from Drive A and put it into Drive B (Right on IBM/Top on Tandy). Then put the program disk into Drive A (don't forget to remove the write-protection sticker from the edge of the program diskette).
4. Type START-2 and press ENTER (  ). The program will begin automatically.

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3. Depending on the type of computer you have, this program may 'load' all at once. If it does, you have permission to move the diskette from one computer to another. However, you may not copy this diskette. A back-up is provided.



Designer: Kathleen Magnuson  
Coral Springs, Florida

Programmers: Kathleen Magnuson (Apple II, Atari)  
John Fenton (Commodore 64)  
Kris Fraser (IBM PC/PCjr, Tandy 1000)  
Adam Sherer (TRS-80 Color)

Editors: Tom Prosen  
Sylvie Teicher

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Sunburst Communications, Inc.  
39 Washington Avenue  
Pleasantville, NY 10570

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## WORD DETECTIVE

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## WORD DETECTIVE

### Introduction

WORD DETECTIVE is a challenging word game that can be successfully played from early elementary to adult level. It addresses one of the primary skills learned in school and needed throughout life -- that of learning and remembering the words of the English language. WORD DETECTIVE provides a challenge and reward no matter how limited or extensive a person's vocabulary.

The game presents players with a group of seven letters, then challenges them to form as many words as possible with those letters. The game has many features: it can be timed or untimed; it can be played individually or with partners; it can be scored by points or by number of words; and because the group of letters is different in every round, the game is never the same. It is a new challenge each time, with a virtually limitless number of letter combinations available. The players have the option of setting up their own game by entering their own selection of letters.

The program also has a Dictionary Diskette which contains over 6000 words. The Dictionary Diskette should be copied for additional back-ups. Each word formed is verified immediately by the dictionary, which keeps interest high and reinforces spelling skills. After the game is over, the program provides additional words that could have been made, jogging memories and stimulating interest in new vocabulary.

WORD DETECTIVE

Objectives/Overview

	<b>T</b>	<b>Q</b>	<b>K</b>	<b>U</b>		<b>E</b>
1	1	9	5	1	1	1

Kathy's word:

**NA**

**120**

Press \* after your last word.

**TOM-21**

**KATHY-40**

**AN**

**ANT**

**ATE**

**EAT**

**NEAT**

**TANK**

**TUNA**

**TAKEN**

**TEAK**

**QUAKE**

Grade Level: 3-adult

Reading Level: Grade 3 (Fry)

Time Required: 10-30 minutes per round

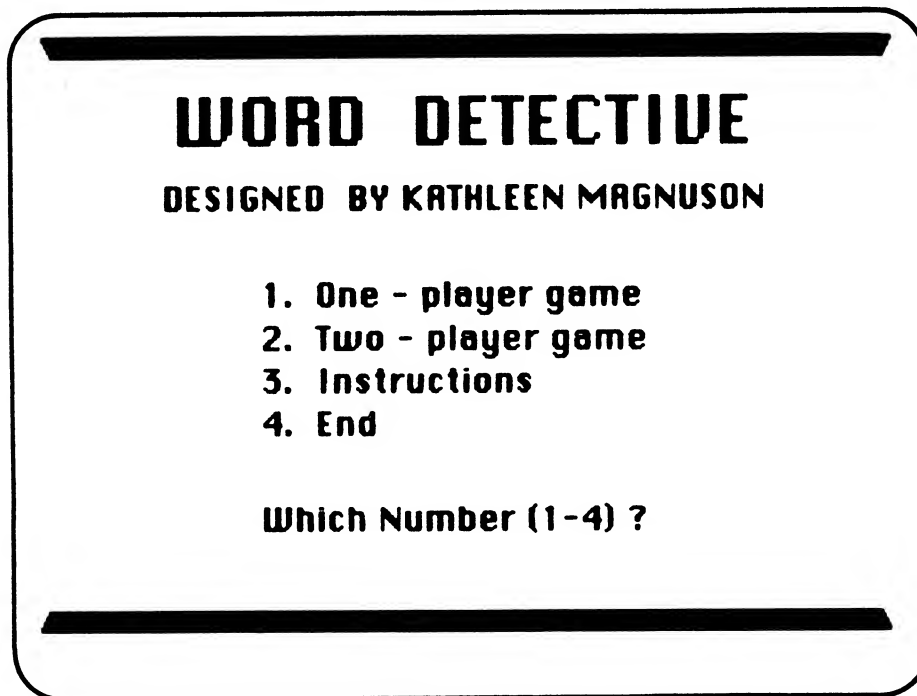
- Objectives:
1. To expose students to new words.
  2. To enhance spelling proficiency.
  3. To stimulate interest in new words.
  4. To reinforce phonetic skills.
  5. To teach and reinforce consonant blends and vowel combinations.

## WORD DETECTIVE

### Description

#### Getting Started

WORD DETECTIVE comes with the main Word Detective Diskette as well as a Dictionary Diskette. To begin, place the Word Detective Diskette in the disk drive and turn on the computer. Following the Sunburst logo is the opening sequence of WORD DETECTIVE. The disk drive light then comes on as the program is loaded into the computer. The players see the following screen:



#### Instructions

WORD DETECTIVE's instructions help the first-time user to get a good feel for the specifics of the program. These instructions include examples of play, along with simple descriptions of the one-player and two-player games.



### One-Player Game

After choosing the one-player game, the player is instructed to remove the Word Detective Diskette and insert the Dictionary Diskette. Seven letters then appear in large type on the "master list" at the top of the screen:

**A T Q K X N S**

**Make a word:**

**Press \* after your last word.**

**YOURS:**

The player must then use any of those letters and only those letters to make as many two-to-five letter words as possible. Each individual letter on the master list may be used once; therefore, if the same letter appears more than once on the list it may be used as many times as it occurs. As each letter key is pressed, the letter disappears from the master list of letters, and a word begins to be formed as shown below:

**T Q K X S**

**Make a word:**

**AN**

**Press \* after your last word.**


**YOURS:**

If the letter which is entered is not on the master list, this message appears: "That letter is not on the list." Since each individual letter may only be used once, this message also appears if the letter pressed has already been used.

As letters from the master list are used, the player may press the backspace key to change his or her mind. This erases the last selected letter from the word and returns it to the master list.

The end of the word is signaled by pressing:

RETURN - Apple II, Atari, Commodore 64

 - IBM PC/PCjr

ENTER - Tandy 1000, TRS-80 Color

This instructs the computer to check the Dictionary Diskette for the validity of the word. If the word is found, the message "Good Word" appears. The word is then added to the player's word list at the bottom of the screen:

Q

X

TANKS

GOOD WORD!

YOURS:

AN

ASK

TAK

AS

If the word is not found in the dictionary, a message appears saying: "That word is not in this dictionary. Look it up in yours."

If a correct word is entered twice, the following message appears: "You made that word before." The words which have already been made remain on the screen throughout the game to help the player avoid this type of repetition.

After the validity is checked, the master list returns to its original form, allowing the construction of more words.

The player continues to form as many words as he or she can. The player can then press the "\*" key, which ends the word-making phase of WORD DETECTIVE.

The computer then searches the Dictionary Diskette and lists all the overlooked words that could have been made from the seven letters in the master list. The player may be amazed at the simple words which were missed and may be challenged to do better next time.

<b>A T Q K X N S</b>	
<b>GOOD TRY.</b>	
<b>You made 5 words. The computer made 12 words. Press RETURN to continue.</b>	
<b>YOURS</b>	<b>OTHERS:</b>
AN	ANT
ASK	ANTS
TAH	AT
AS	AH
TANKS	TAN
	TANS
	TANK
	TASK
	SAH
	SANK
	SAT
	STANK

A different message appears depending on how well the player has done in comparison to the total number of possible words.

The player may end the game at any time by holding down the CONTROL (CTRL) key and pressing the "E" key (TRS-80 Color: holding down the SHIFT and down-arrow keys and pressing the "E" key). The player will then be able to play the same game again or return to the Main Menu.

## Two-Player Game

In the two-player game, players are instructed to remove the Word Detective Diskette and insert the Dictionary Diskette. They are then requested to type in their names.

Two decisions must be made:

**SCORING METHOD** - Players may choose to have the score based on point values accumulated for each letter used, or by the total number of words each player entered. With the first method, each letter is given a specific value. For example, an "E" is worth 1 point and a "Q" is worth 9 points (see page 11).

**TIME LIMIT** - Players may choose whether or not to set a time limit for each turn. If the decision is to set a time limit, the players need to enter, for each player, the amount of time allowed -- from 10 seconds to the maximum number of seconds set by the teacher through the Change Options (see page 12). In subsequent play, the time limit will count down as each player thinks of a word. If the time reaches 0, that player loses his or her turn and the other player can then try to find a word.

During play, seven letters appear in large type on the master list at the top of the screen. The example below shows the letter point value method. The time for the first player (whoever enters his or her name first) is set at 60 seconds for each turn; the time for the second player, at 30 seconds for each turn.

<b>A</b>	<b>T</b>	<b>Q</b>	<b>K</b>	<b>H</b>	<b>N</b>	<b>S</b>
<b>1</b>	<b>1</b>	<b>9</b>	<b>5</b>	<b>7</b>	<b>1</b>	<b>1</b>

**Tom's word:** **58**

**Press \* after your last word.**

<b>TOM-</b>	<b>KATHY-</b>
-------------	---------------

The first player then uses any of these letters, and only these letters, to make a two-to-five letter word. Each letter on the master list may be used once. Therefore, if the same letter appears more than once on the list, it may be used as many times as it occurs. As each letter key is pressed, the letter disappears from the master list of letters, and a word begins to be formed as shown below:

							<b>T</b>	<b>Q</b>	<b>K</b>	<b>X</b>			<b>S</b>
							1	1	9	5	7	1	1
<b>Tom's word:</b>													
							<b>AN</b>		<b>43</b>				
<b>Press * after your last word.</b>													
<b>TOM-</b>							<b>KATHY-</b>						

If the letter entered is not on the master list, this message appears: "That letter is not on the list." Since each letter may only be used once, this message also appears if the player presses a letter that has already been used. The player then continues with his or her turn.

The end of the word is signaled by pressing:

RETURN - Apple II, Atari, Commodore 64  
[Enter] - IBM PC/PCjr  
ENTER - Tandy 1000, TRS-80 Color

The computer then checks the Dictionary Diskette for the validity of the word. If the word is found, the message "Good Word" appears. The first player's word is then added to his or her word list at the bottom of the screen:

<hr/>						
		<b>Q</b>		<b>X</b>		
<b>1</b>	<b>1</b>	<b>9</b>	<b>5</b>	<b>7</b>	<b>1</b>	<b>1</b>
<hr/>						
Tom's word:		<b>TANKS</b>		<b>9 PTS</b>		
<b>GOOD WORD!</b>						
<hr/>						
<b>TOM-11</b>				<b>KATHY-9</b>		
<hr/>						
<b>AN</b>				<b>ASK</b>		
<b>TAH</b>				<b>AS</b>		

If the word is not found in the Dictionary, a message appears saying "That word is not in this dictionary. Look it up in yours." The letters are returned and the second player takes a turn at entering a correct word within the prescribed time limit. If at any time the time limit is exceeded, that player's turn ends and the other player continues.

If either player enters a correct word that has already been used the message "You made that word before" appears. Then it is the next player's turn. The words which have already been made remain on the screen throughout the game to help the player avoid reentering a word.

After validity is checked, the master list returns to its original form and it is the second player's turn.

As letters from the master list are entered, a player may press the backspace key to change his or her mind. This erases the letter from the word and returns it to the master list.



The players continue to form as many words as they can. By mutual consent, they can then press the "\*" key which ends the word-making phase of WORD DETECTIVE. Pressing the "\*" key will end the game for both players. The winner is then announced.

<div style="display: flex; justify-content: space-around; font-size: 1.5em; font-weight: bold;"> <span>A</span><span>T</span><span>Q</span><span>K</span><span>H</span><span>N</span><span>S</span> </div> <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>1</span><span>1</span><span>9</span><span>5</span><span>7</span><span>1</span><span>1</span> </div>		
WINNER IS TOM.		
Now searching for more words.		
TOM-20	OTHER WORDS	KATHY- 9
AN TAH TANKS	ANT ANTS AT AH TAN TANS TANK TASK	ASK AS

The computer then searches the Dictionary Diskette and finds the other possible words as shown below. Following the dictionary check, the players can play again or return to the Main Menu.

The players may end the game at any time by holding down the CONTROL (CTRL) key and pressing the "E" key (TRS-80 Color: holding down the SHIFT and down-arrow keys, and pressing the "E" key).

<div style="display: flex; justify-content: space-around; font-size: 1.5em; font-weight: bold;"> <span>A</span><span>T</span><span>Q</span><span>K</span><span>H</span><span>N</span><span>S</span> </div> <div style="display: flex; justify-content: space-around; font-size: 0.8em;"> <span>1</span><span>1</span><span>9</span><span>5</span><span>7</span><span>1</span><span>1</span> </div>		
Want to play this game again (Y or N)?		
TOM-20	OTHER WORDS	KATHY- 9
AN TAH TANKS	ANT ANTS AT AH TAN TANS TANK TASK SAH SANK SAT	ASK AS

## WORD DETECTIVE

### Frequency Controlled Letter Selection

The letters selected for each game of WORD DETECTIVE are randomly selected but are frequency controlled. For example, imagine that a large glass bowl was filled with small folded pieces of paper. Each piece of paper would contain a letter of the alphabet. However, for each piece of paper containing the letter "Q," there are twelve pieces with the letter "E" and four pieces with the letter "D." The letters are "frequency controlled." If a blindfolded person selects a piece of paper from the bowl, he or she has randomly chosen that letter; but there is a twelve times greater chance of selecting an "E" than of selecting a "Q" and a four times greater chance of selecting a "D" than a "Q." The WORD DETECTIVE program selects the game letters in a similar fashion. The program uses the random capability of the computer in conjunction with "frequency control" to select the letters.

### Letter Point Values

When scoring is chosen to be by point value, the values for each letter are always the same. The table below shows each point value:

A-1	H-4	O-1	V-4
B-3	I-1	P-3	W-4
C-3	J-7	Q-9	X-7
D-2	K-5	R-1	Y-4
E-1	L-1	S-1	Z-9
F-4	M-3	T-1	
G-2	N-1	U-1	

### Optional Letters

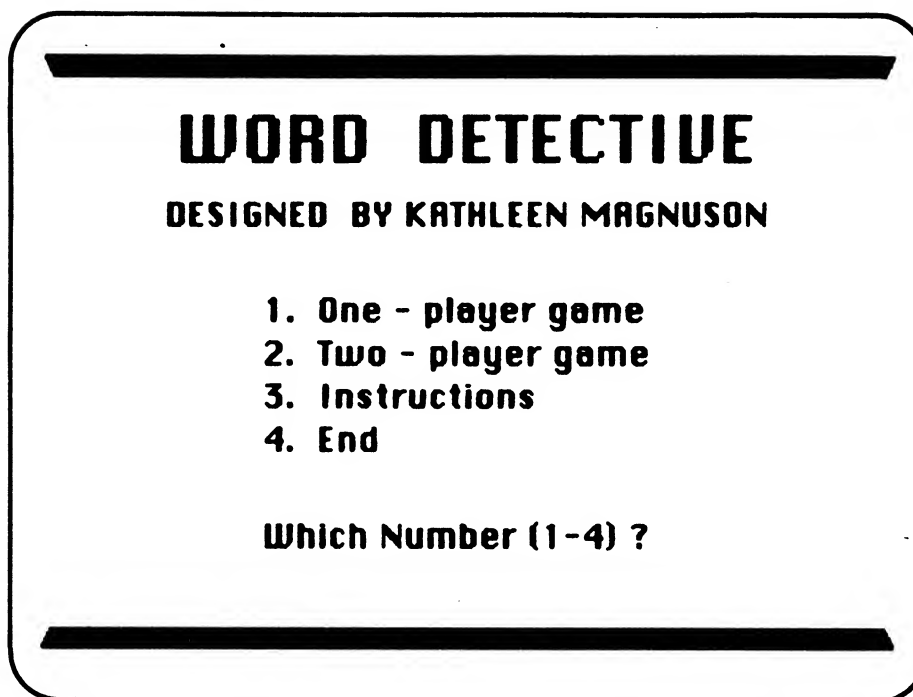
At times the letters supplied are too difficult for the players involved. There are two options supplied to help in this situation. When the letters first appear on the screen, the players may press:

- the "+" key to generate a new master list of seven random letters.
- the "/" key to be able to enter seven letters of their own choice.

Warn the players that these options should be used with caution. The difficult lists, unless they do not contain any vowels, should generally be thought of as a challenge to the players. If accepted as a challenge, the players may be surprised at the number of words they are able to make by working just a little harder.

## WORD DETECTIVE

### Change Options



The Change Options can be accessed when the Main Menu shown above is displayed by doing the following:

- Apple, Atari, IBM PC/PCjr, Tandy 1000: hold down the CONTROL (CTRL) key and press the "T" key.
- Commodore 64: hold down the **C** key and press the "T" key.
- TRS-80 Color: hold down the SHIFT and down-arrow keys and press the "T" key.

These options allow you to customize the game to better fit the needs of the players. You will be instructed to remove the Word Detective Diskette and insert the Dictionary Diskette. The Dictionary Diskette contains over 6000 two-to-five letter words. The following categories are not included:

Briticisms	Dialectal terms
Slang	Colloquialisms
Medical terms	Capitalized words
Hyphenated words	Contractions
Archaic, obsolete or poetic terms	

To edit the Dictionary Diskette, remove the write-protect sticker from the edge of the diskette.

RETURN to Main Menu - This option instructs the teacher to remove the Dictionary Diskette and replace it with the Word Detective Diskette in order to return to the Main Menu.

BACK UP dictionary (Apple, IBM with 128K, Tandy 1000, TRS-80 Color) - This option allows the teacher to make a back-up copy of the Dictionary Diskette. Once the option has been selected, instructions about the procedure to follow are displayed. When using the back-up option, it is recommended to place a write-protect sticker on the edge of the Dictionary Diskette. This will be a safeguard against destroying the information on the Dictionary Diskette in the event it is accidentally mixed up with the back-up copy.

Because this option is not available on the Atari and Commodore 64, the Dictionary Diskette is not protected and a back-up copy can be made with any commercially available copy program.

NOTE: Throughout the program, the term Dictionary Diskette is used to refer to the diskette that contains the list of words acceptable in the game. Remind students that it is not a real dictionary and doesn't provide definitions and other information pertaining to those words.

When the Change Options are selected, this screen will appear:

**CHANGE OPTIONS**

1. **ADD** words to dictionary.
2. **DELETE** words from dictionary.
3. **LIST** words from dictionary.
4. **SET** maximum time limit.
5. **RETURN** to main menu.

**Enter number of your choice:**

ADD words to dictionary - This option allows the teacher to add words to the Dictionary Diskette. Only letters (not hyphens, apostrophes, etc.) will be accepted. On the Atari, the addition process takes from two to six minutes and should not be interrupted. If a word is already on the diskette, that will be noted on the screen.

DELETE words from dictionary - Some of the words may seem too obscure and you may want to erase (delete) them from the Dictionary Diskette. This option permanently erases words from the Dictionary Diskette. The same words would need to be added in order to have them back in the dictionary for another class. Because of this, this type of deletion should be made on a back-up copy instead of the main Dictionary Diskette.

LIST words from dictionary - This option allows the teacher to list the entire dictionary on the screen. All words beginning with a specified letter may also be listed.

SET maximum time limit - The minimum time limit per turn is 10 seconds and the maximum time limit is preset to 120 seconds. The teacher can change the maximum time limit to any value from 10 to 200 seconds. This maximum time limit is permanently set until changed through using this option.

## WORD DETECTIVE

### Classroom Use

#### Beginning

WORD DETECTIVE can be used with the computer connected to a large monitor in the front of the class to allow all students to view it at once. Generally, the players will be surprised at the number and kinds of words missed. To begin with, the players can try to see if their large group of minds can merely "beat the computer," with the number of words made by the computer being less than by the class. As the players progress, they should strive to get all of the possible words with the computer not getting any words.

#### Other Large Group Activities

Divide the class into two groups and use the two-player game to involve them in the competition of making more words than their opposing group. Players should begin by choosing to have the scoring based on the total number of words and proceed to the scoring being based on the point values for each letter. A discussion/debate can follow as to which was more challenging and beneficial to them.

#### Tournament Play

Divide the class up into pairs of players. Have a preset group of seven letters to use with the "/" option (see page 11). The pairs of players can then enter their own letters with the winners advancing to round two. Again, divide the winners into pairs and present them with a new set of seven letters. Continue like this until there is a champion of the whole class.

#### Keeping Competition Challenging

Many times, players of differing ability levels or even grade levels find they can compete with one another if the game could be adapted to their needs. Here are a few suggestions for such adaptation:

1. The time limit can be adjusted to take into consideration the quickness of the better player.
2. The better player could be limited to making only 3, 4, and 5 letter words. This will be especially effective if word scoring is used.
3. One or more letters can be made "not available" to the better player. The exempted letter(s) can be predetermined, such as the last letter or the first vowel.
4. In the point-scoring version, one player's score could be handicapped. For example, one player's score could be increased by a predetermined amount.



### Evaluating the Results

While it is always fun for players to try to beat the computer, it is also important to maintain realistic expectations. It is rather rare for anyone to make every possible word from a group of letters. If the players set this feat as a goal each time, then disappointment and discouragement are nearly inevitable.

The computer electronically checks each of its over 6000 words to see if its letters are contained in the present group of seven. In addition, some of the 6000 words are relatively obscure or specialized words. These were deliberately included, not to stump the average player, but to challenge those players who have formed skillful methods or strategies for figuring out the largest number of words possible.

This program was not designed so that the only winners are those with perfect scores. If players recall a long forgotten word, if their minds are stretched, if they learn a new word, and most importantly, if they have fun, then they are WORD DETECTIVE winners!

## WORD DETECTIVE

### Worksheets

The three worksheets included on the following pages can be reproduced and distributed to the players to help organize their notes. The first worksheet is for use with the one-player game. The other two are for the two-player game--one for the game scored by words and the other for the game scored by points. Generally, one sheet will be needed with each new set of letters presented. Plain paper can also be used to take notes but the worksheet may help the students better organize their work.

The worksheets are especially useful when using the large group team method of play. This way players can keep track of the team record as they go, as well as place their initials next to the words/points scored by an individual. At the end of the game each team can then determine a winner within their own group.

It is important to the learning process to keep track of the words which the computer needs to supply. These words may be listed on the same sheet. The worksheets can then be saved for a later date, and the "/" option could be used to enter the letters again. Players can then observe their own individual improvement.

WORD DETECTIVE

ONE-PLAYER WORKSHEET

--	--	--	--	--	--	--

WORD LIST

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

WORD DETECTIVE  
TWO-PLAYER WORKSHEET  
WORD SCORING

--	--	--	--	--	--	--	--

\_\_\_\_\_ 's WORDLIST

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

\_\_\_\_\_ 's WORDLIST

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____

WORD DETECTIVE  
TWO-PLAYER WORKSHEET  
POINT SCORING

--	--	--	--	--	--	--	--

POINTS \_\_\_\_\_

\_\_\_\_\_ 's WORDLIST

WORD	SCORE	TOTAL
------	-------	-------


\_\_\_\_\_ 's WORDLIST

WORD	SCORE	TOTAL
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## APPLE: WORKING WITH THE COMPUTER

1. Turn on the television or monitor.
2. Insert the diskette into the disk drive with the label facing up and on the right.
3. Close the door of the disk drive.
4. Turn on the computer (the on-off switch is on the back left side of the computer).
5. You will see a red light on the disk drive turn on. If the disk drive light does not turn off in about 10 seconds, turn the computer off and make sure your diskette is placed correctly in the disk drive.
6. The SUNBURST logo will appear, followed by the opening screen.
7. Follow the instructions in the program.
8. When the following message appears: "PUT DICITIONARY DISK IN DISK DRIVE AND PRESS RETURN," remove the Word Detective diskette, insert the Dictionary Disk, and then press the RETURN key. CAUTION: do not change disks until prompted to do so and never when the disk drive busy light is on.
9. If you wish to stop during the program, hold down the CONTROL (CTRL) key and press the "E" key.

### Turning Off the System

1. Remove the diskette from the disk drive and return it to its place of storage.
2. Turn off the computer.
3. Turn off the television or monitor.



## ATARI: WORKING WITH THE COMPUTER

1. Turn on the television or monitor.
2. The disk drive must be turned on before the computer. Turn on the disk drive using the switch on the front. Two lights will come on, the "PWR ON" light and the disk "BUSY" light. After about ten seconds, the "BUSY" light should go off.
3. Open the disk drive door. Insert the WORD DETECTIVE diskette with the exposed oval "window" inserted first and the labelled side up until it clicks into place.
4. Close the door of the disk drive.
5. Make sure the Basic cartridge is installed in the computer.
6. Turn on the computer. The disk drive busy light will come on again and the SUNBURST logo will appear, followed by the opening screen.
7. Follow the instructions in the program.
8. When the following message appears: "PUT DICTIONARY DISK IN DISK DRIVE AND PRESS RETURN," remove the Word Detective diskette, insert the Dictionary Disk and then press the RETURN key. CAUTION: do not change disks until prompted to do so and never when the disk drive busy light is on.
9. If you wish to stop during the program, hold down the CONTROL (CTRL) key and press the "E" key.

### Turning Off the System

1. Remove the diskette from the disk drive and return it to its place of storage.
2. Turn off the disk drive.
3. Turn off the computer.
4. Turn off the television or monitor.

## COMMODORE 64: WORKING WITH THE COMPUTER

1. Turn on the television or monitor.
2. The disk drive must be turned on before the computer. Turn on the disk drive (the switch is located at the back right side of the drive).
3. Open the door of the drive by pressing in on the door. Insert the diskette with the exposed oval window inserted first and the labelled side up.
4. Close the door of the disk drive.
5. Turn on the computer. You will see the words--

```
****COMMODORE 64 BASIC V2****  
64K RAM SYSTEM 38911 BASIC BYTES FREE  
READY.
```

6. Type LOAD "Ø:\*,8 and press the RETURN key. The red light on the disk drive will come on. The computer will print--


```
Searching for Ø  
LOADING  
READY
```

7. Type RUN and press RETURN
8. The SUNBURST logo will appear, followed by the opening screen.
9. Follow the instructions in the program.
10. When this message appears: "PUT DICTIONARY DISK IN DISK DRIVE AND PRESS RETURN," remove the Word Detective diskette, insert the Dictionary Disk and then press the RETURN key. CAUTION: do not change disks until prompted to do so and never when the disk drive busy light is on.
11. If you wish to stop during the program, hold down the CTRL (CONTROL) key and press the "E" key.

### Turning Off the System

1. Remove the diskette from the disk drive and return it to its place of storage.
2. Turn off the disk drive.
3. Turn off the computer.
4. Turn off the television or monitor.

### IBM PC/PCjr: WORKING WITH THE COMPUTER

1. Place the diskette in the computer's disk drive with the label facing up and on the right. (If there are two disk drives, place the diskette in the one on the left,) Close the door of the disk drive.
2. Turn on the monitor.
3. Turn on the computer. In several seconds, you will see the red light on the disk drive light up and you will hear the disk drive spinning.
4. The SUNBURST logo will appear, followed by the opening screen.
5. Follow the instructions in the program.
6. When this message appears: "PUT DICTIONARY DISK IN DISK DRIVE AND PRESS RETURN," remove the Word Detective diskette, insert the Dictionary Disk and then press the  key. CAUTION: do not change disks until prompted to do so and never when the disk drive busy light is on.
7. If at any time during the program you want to stop, hold down the CTRL (CONTROL) key and press the "E" key.

### Turning Off the System

1. Remove the diskette from the drive and return it to its place of storage.
2. Turn off the computer.
3. Turn off the graphics monitor.

### TANDY 1000: WORKING WITH THE COMPUTER

1. Place the diskette in the computer's disk drive with the label facing up and on the right. (If there are two disk drives, place the diskette in the one on the bottom.) Close the door of the disk drive.
2. Turn on the monitor.
3. Turn on the computer. In several seconds, you will see the red light on the disk drive light up and you will hear the disk drive spinning.
4. The SUNBURST logo will appear, followed by the opening screen.
5. Follow the instructions in the program.
6. When this message appears: "PUT DICTIONARY DISK IN DISK DRIVE AND PRESS RETURN," remove the Word Detective diskette, insert the Dictionary Disk and then press the ENTER key. CAUTION: do not change disks until prompted to do so and never when the disk drive busy light is on.
7. If you wish to stop during the program, hold down the Control (CTRL) key and press the "E" key.

### Turning Off the System

1. Remove the diskette from the disk drive and return it to its place of storage.
2. Turn off the computer.
3. Turn off the monitor.

### TRS-80 COLOR: WORKING WITH THE COMPUTER

1. Turn on the disk drive. The switch is located in the back.
2. Turn on the television or monitor.
3. Turn on the computer. The switch is located in the rear. On the television screen you will see:

Disk Extended Color Basic 1.0  
COPYRIGHT (C) 1981 BY TANDY  
UNDER LICENSE FROM MICROSOFT

OK

4. Insert the diskette in the disk drive with the label facing upward and to the right.
5. Close the drive door.
6. Type LOADM "WORD"  
Press ENTER
7. The SUNBURST logo will appear, followed by the opening screen.
8. Follow the instructions in the program.
9. When this message appears: "PUT DICTIONARY DISK IN DISK DRIVE AND PRESS RETURN," remove the Word Detective diskette, insert the Dictionary Disk and then press the ENTER key. CAUTION: do not change disks until prompted to do so and never when the disk drive busy light is on.
10. If you wish to stop during the program, hold down the SHIFT and the down-arrow keys and press the "E" key.

### Turning Off the System

1. Remove the diskette from the disk drive and return it to its place of storage.
2. Turn off the computer.
3. Turn off the television or monitor.
4. Turn off the disk drive.

"WHAT HAPPENS IF...? -- SUNBURST COURSEWARE AND WARRANTY

1. What happens if a program will not load or run?  
Call us on our toll-free number and we will send you a new diskette.
2. What if I find an error in the program?  
We have thoroughly tested the programs that SUNBURST carries so we hope this does not happen. But if you find an error, please note what you did before the error occurred. Also if a message appears on the screen, please write the message down. Then fill out the evaluation form or call us with the information. We will correct the error and send you a new diskette.
3. What happens if the courseware is accidentally destroyed?  
SUNBURST has a lifetime guarantee on its courseware. Send us the product that was damaged and we will send you a new one.
4. How do I stop a program in the middle to go on to something new?  
Hold down the CONTROL (CTRL) key and press the "E" key (TRS-80 Color: hold down the SHIFT and down-arrow keys and press the "E" key). If you want to use another diskette, select the END option on the menu.
5. May I copy this diskette?  
The material on the diskette is copyrighted. You should not copy the diskette. The Dictionary Diskette should be copied to assure that you always have a good original dictionary list of words.
6. May I take the Word Detective Diskette out of the computer once it's loaded?  
Yes, as long as you've gotten into the one- or two-player game and have been told to insert the Dictionary Diskette.